

#### **IV. AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming machine comprising:

a game result display meansdevice for displaying a result concerning with a game; and

a beneficial state generating meansdevice for generating a beneficial state for a player when a predetermined game result is displayed on the game result display meansdevice;

wherein the game result display meansdevice includes a first display meansdevice and a second display meansdevice arranged ~~at a more front side than a display area of in front of~~ the first display meansdevice when seen from a front side of the gaming machine,

wherein ~~the first display means or~~ the second display meansdevice includes a first display area and a second display area; and

wherein ~~a display mode~~ moving velocity of game information concerning with the game differs in a case that the game information is displayed on the first display area and in a case that the game information is displayed on the second display area when the game information is displayed so as to move between the first display area and the second display area.

2. (Currently Amended) The gaming machine according to claim 1, wherein the first display area and the second display area are included only in the second display meansdevice.

3. (Currently Amended) The gaming machine according to claim 2, wherein the moving velocity of the game information in the first display area is faster than the moving velocity of the game information in the second display area.

4. (Original) The gaming machine according to claim 1, wherein the first display area is an area where the result concerning with the game is displayed.

5. (Currently Amended) The gaming machine according to claim 1, wherein ~~the a~~ display mode of the game information is a mode in which a stop display time of the game information in the first display area is shorter than the stop display time thereof in the second display area.

6. (Original) The gaming machine according to claim 1, wherein a person concerning with the game is able to operate the gaming machine so as to change the display mode.

7. (New) The gaming machine according to claim 1, wherein transmittance of the first display area changes simultaneously with a time that the game information is displayed in a predetermined mode.

8. (New) The gaming machine according to claim 1, wherein a window display area displayed on the second display area is variably displayed so as to enclose the first display area when the game information moves within an area including the first display area.

9. (New) The gaming machine according to claim 1, wherein sounds change corresponding to the moving velocity of the game information.

10. (New) The gaming machine according to claim 1, further comprising:  
an illumination device for illuminating the second display device;  
wherein an illumination mode of the illumination device continuously changes corresponding to the moving velocity of the game information.

11. (New) The gaming machine according to claim 1, wherein a display mode of images on the second display device continuously changes corresponding to the moving velocity of the game information.

12. (New) A gaming machine comprising:  
a game result display device for displaying a result concerning with a game;  
and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the first display device or the second display device includes a first display area and a second display area;

wherein a display mode of game information concerning with the game differs in a case that the game information is displayed on the first display area and in a case that the game information is displayed on the second display area when the game information is displayed so as to move between the first display area and the second display area, and

wherein a moving velocity of the game information in the first display area is faster than the moving velocity of the game information the second display area.